PLAYER REFERENCE CARD

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TO BEGIN PLAY

If you are going to play **Tangled Tales** on a Hard Disk, or are going to use a Hercules Monochrome or CGA graphics card, please reference the appropriate sections below before continuing.

Boot your computer using any DOS start-up disk. Place your **Tangled Tales** BOOT diskette into your disk drive. Type in the word **Start** at the DOS prompt and press ENTER.

During Bootup, the **Tangled Tales** program will automatically select the best graphics mode available on your computer.

1. If your computer is a Tandy 1000, with at least 384K, **Tangled Tales** will use the 16 color mode.
2. If your computer has an EGA or VGA card with at least 64K of memory on the card, **TT** uses the 320 X 200 16 color mode.
3. If your computer has a Hercules Monochrome card, **TT** uses the 720 X 348 monochrome mode.
4. Otherwise, the CGA mode will be used.

You may wish to use a different graphic mode than what the program selects. To do this, you must force the mode you wish to use at boot up. **Start c** will force CGA mode. **Start e** will force EGA mode. **Start t** will force Tandy 16 color mode and **Start h** will force Hercules mode.

After a short wait, the **Tangled Tales** title screen and opening menu will appear. If nothing appears, see *Troubleshooting* below. You may press any key during the boot-up sequence to bypass the title screen.

- If you are just beginning to play **TT**, press any key to display the character creation screen. (See *Creating a Character* below.)
- If you have already played Tangled Tales, a key press will bring up the Main Menu with the following options;
    1) If you wish to continue your saved game in **Tangled Tales**, you may select "Continue the Expedition" .
    2) If you wish to rename your character, select the "Rename your Character" option.
    3) If you want to erase the current game and create a new character, backup your game to another disk, restore a character that was backed up, or setup your drive configuration, select "Game Utilities" (see Game Utilities on next page).

GAME UTILITIES

This option is available on the title screen. Selecting this option will display the following choices:

- Start a New Game - This selection will erase all of the information about the current game and create a new character.
- Backup the Game - This selection will copy all of the current game information to a copy of your original disk, a specified path name on your hard disk, or any previously formatted disk.
- Restore the Game - This selection will restore a game that has been previously backed up for use as the current adventure.
- Set Drive option - This will allow you to select the most appropriate drive configuration for your system.

HARD DISK INSTALLATION

To install **Tangled Tales** on your hard disk do the following;

1) Boot to the DOS prompt.
2) Insert the Tangled Tales Boot disk into drive A.
3) Type **Install** and then the letter of your hard disk followed by a colon (ex. Install C:), and then press <ENTER>.
4) Follow the on-screen instructions.

To run the game off of your hard disk do the following;

1) Boot to the DOS prompt.
2) Log to your hard disk by typing the letter of your hard disk followed by a colon (ex. C:), then press <ENTER>.
3) Type **cd \Tangled** and then press <ENTER>.
4) Type **Start** and then press <ENTER>.
5) See "To Begin Play" for futher instructions on getting started.

TO RUN ON A HERCULES GRAPHICS CARD

To run **Tangled Tales** on a Hercules graphics card, you must first translate the graphics files to Hercules mode. **Caution**: running this program will destroy the EGA/Tandy 16 color graphics files on your disks. Do not run this program on your original disks.

FLOPPY DISK USERS:

1) Make a copy of your Tangled Tales game disks using diskcopy or other similar disk copying utility. **Important Note:** When copying the ADVENTURE 1 disk (the ADVENTURE disk on the 3.5" version), you will get an unrecoverable read error. This error is caused by our disk copy-protection and should be disregarded.
2) Return to the DOS prompt.

3a) 5 1/4" users place the Adventure Disk 2 in drive 1.

3b) 3 1/2" users place the Adventure Disk in drive 1.

4) Type **Makeherc** and press <ENTER>.

5) Follow the on-screen instructions.

HARD DISK USERS:

1) Use the **install** program to install Tangled Tales onto your hard disk (see instructions under HARD DISK INSTALLATION).

2) Return to the DOS prompt.

3) Type **cd \Tangled**

4) Type **Makeherc** and press <ENTER>.

5) Follow the on-screen instructions.

TO RUN ON A CGA GRAPHICS CARD

To run **Tangled Tales** using a CGA graphics card or 4-color Tandy, you must first translate the graphics files to CGA./Tandy 4-color mode.

Caution: running this program will destroy the EGA/16 color graphics files on your disks, do not run this program on your original disks.

FLOPPY DISK USERS:

1) Make a copy of your Tangled Tales game disks using diskcopy or other similar disk copying utility. **Important Note:** When copying the ADVENTURE 1 disk (ADVENTURE disk on the 3.5" version), you will get an unrecoverable read error. This error is caused by our disk copy-protection and should be disregarded.

2) Return to the DOS prompt.

3) Place the BOOT disk in drive 1.

4) Type **Makecga** and press <ENTER>.

5) Follow the on-screen instructions.

HARD DISK USERS:

1) Use the **install** program to install Tangled Tales onto your hard disk (see instructions under HARD DISK INSTALLATION).

2) Return to the DOS prompt.

3) Type **cd \Tangled**

4) Type **Makecga** and press <ENTER>.

5) Follow the on-screen instructions.

CREATING A CHARACTER

Note: If you want to erase the current character and create another, press "ESC" at any time.

- Type in the name for your character (up to 14 characters long). You may use both upper and lower-case letters. Press Enter.
- Select the character's sex using the left and right arrow keys. Press ENTER when the character's sex is correct.

- You have the option of altering your starting attributes. It is suggested that you NOT change the starting ranks. To use the standard attribute ranks, press ENTER. If you wish to alter an attribute's rank, press the "up" and "down" keys to select the attribute to change. Press the "left" & "right" arrow keys to alter the rank of the chosen attribute. For each rank of an attribute reduced, you may raise another attribute by one rank. Refer to the playbook for a list of these ranks and their effect on the game. Press ENTER when your character's attribute ranks are as you desired.

You will now begin your career as Eldritch's apprentice. Refer to the *Commands* section of this card for assistance.

COMMANDS

Commands may be selected by either pressing the key which corresponds to a particular command or by use of the command icon interface.

The keyboard shortcuts and their corresponding commands are:

/ or A- Choose an action	L - Look at object or person
C - Cast a spell	P - Pause settings
D - Drop or Give an item	R - Rest
E - Equip character	R - Run away*
F - Fight opponents*	S - Save game to disk
G - Get an item	T - Talk to a person
I - Inspect/inventory	<CTRL Q>- Quit to DOS (doesn't save game)

* - Used during combat only

In the middle of the screen is the command icon interface, which uses pictures ("icons") showing your command options.

Selecting Icons with a Keyboard or Joystick:

To select a command icon press the space bar or joystick button 1. Use the arrow keys or joystick to move the pointing hand to the command icon you want, and press the Enter key or joystick button 0. To abort the selection, press the space bar or joystick button 1.

Selecting Icons with a Mouse:

To select a command icon simply position the mouse pointer over the desired icon, and press the left mouse button. Pressing the right mouse button will abort your selection. **Note to three-button mouse users:** pressing the middle mouse button will activate the Inspect/Inventory command.

- The first set of icon commands represents: Look, Cast Magic, Get, Talk, and Actions.

At the right is a lever that selects the command icon set. Pressing the right mouse button while the pointer is over the icon panel will toggle between the two command sets. Otherwise, move the pointing hand onto the

lever and press Enter, left mouse button or joystick button 0 to toggle between the two command icon sets.

- The second set of icon commands represent: Drop/Give, Save Game, Inspect/Inventory, Equip, and Rest.

During combat, a new set of command icons will appear. This icon set is only available during combat.

- The combat set of icon commands represent: Fight, Run, Inspect/Inventory, Cast Magic, and Actions.

For more about information the commands, refer to the playbook.

MOVEMENT

Movement is controlled by the arrow keys, mouse or joystick. The keyboard commands are:

Up arrow = move up

Down arrow = move down

Left arrow = move left

Right arrow = move right.

To move with the mouse, simply possition the mouse pointer on the travel screen in the direction you wish to move. Click the left mouse button and you will move towards the pointer 1 space.

For quicker travel, place the pointer on any visible square on the travel map and press the right mouse button. If there is a visible path to that square, you will automatically move there.

To climb up or down, move onto the position of the ladder or opening and press Enter or click the mouse pointer or joystick button 1 on your party icon.

The *PAUSE* command allows you to set the amount of delay caused by a message appearing on the screen. This can be very useful when you walk into an area containing a clue or item. Alternatively, if you are speeding through the countryside, you may not wish to be delayed by messages you have already seen. The pause level has a value between 0 and 9, with 0 being no pause and 9 being the longest pause. The default setting is 2.

GAME SCREEN

The game screen is divided into four sections. The upper left box is a picture showing what you can see. The upper right box displays the travel screen, which is a map of the current area with your character in the middle. The center of the screen contains the command icon interface. The bottom of the screen is the text window. This area is used for descriptions, interaction with other characters, and for listing available actions (after selecting the Actions command). If the word "More" appears in the lower right hand corner of the text window, press a key to see the continuation of the text or list.

TROUBLESHOOTING

- If the game fails to load or you can't save the game, make sure your computer is turned on, and everything is connected properly. Re-insert the disk, label side up, in the proper drive. Close the drive door and try again.
- If cannot save a game to disk, check the notch on the side of your storage diskette to make sure it's not "write protected." Also, make sure the diskette is properly formatted. If still unable to save, you may want to try another storage diskette.
- If nothing works, you may have a damaged diskette or a hardware problem. Call your computer dealer for help.

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